This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims

1. (currently amended): A game machine comprising:

(a) a memory device for storing three-dimensional data related to a plurality of objects and a game program;

(b) an input section by way of which a player performs operations;

(c) a display section for representing image data in an animated manner; and

(d) a computational processing device which places the plurality of objects in a world coordinate system on the basis of the game program and the three-dimensional data read from the memory, perspectively converts the plurality of objects placed in the world coordinate system with respect to a projection surface, and represents on the display section the perspectively-converted image data in an animated manner; ~~and~~

(e) wherein the computational processing device ~~which~~ performs settings in such a way that a specific object or a specific portion thereof is brought into focus and the plurality of objects placed in the world space are blurred according to the depths thereof relative to the specific object determined as being in focus or the specific portion thereof determined as being in focus, wherein the specific object or the specific portion thereof is playable by game players.

2. (original): The game machine as defined in Claim 1, wherein the three-dimensional data must comprise at least a plurality of polygon-apex information representing objects, and color information corresponding to the individual polygons as determined by the polygon-apex information; and when a plurality of objects located in the world coordinate system are rendered on the projection surface and the objects are processed at the time of texture mapping in which the color information is mapped on the polygons, the blurring operations are performed according to the depths of the objects.

3. (original): The game machine as defined in Claim 1, wherein the specific object or the specific portion of the object that is set so as to be in focus is changed in response to the operations of the player, as required.

4. (original): The game machine as defined in Claim 1, wherein the specific object or the specific portion thereof determined as being in focus corresponds to a specific object or a specific portion of the specific object displayed at substantially the center of the display means.

5. (original): The game machine as defined in Claim 1, wherein the specific object or the specific portion of the specific object determined as being in focus is set by tracing the line of sight of the player through use of a line-of-sight sensor and on the basis of the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.

6. (original): The game machine as defined in Claim 1, wherein the specific object or the specific portion of the specific object determined as being in focus is set by tracing the line of sight of the player through use of a line-of-sight sensor and is identical to the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.

7. (original): The game machine as defined in Claim 1, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

8. (original): The game machine as defined in Claim 2, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

9. (original): The game machine as defined in Claim 3, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

10. (original): The game machine as defined in Claim 4, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

11. (original): The game machine as defined in Claim 5, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

12. (original): The game machine as defined in Claim 6, wherein the blurring operations constitute processing in which blurring is reflected on both the objects located nearer to the projection surface and the objects located deeper, relative to the specific object determined as being in focus or the specific portion of the object.

13. (previously presented): An image processing method for use with a game system comprising the steps of:

locating a plurality of objects in a world coordinate system in association with a game program;

determining, from the plurality of objects, a specific object or a specific portion thereof as being in focus according to operations performed by a player; and

blurring other objects in such a way that the objects becomes more blurred with an increase in the depth thereof relative to whichever object or portion thereof is determined.

14. (previously presented): The image processing method for use with a game system as defined in Claim 13, wherein the specific object or the specific portion thereof that is displayed at substantially the center of the display means corresponds to a specific object or a specific portion thereof which appears on substantially the center of the projection surface through perspective conversion.

15. (original): The image processing method for use with a game system as defined in Claim 13, wherein the specific object or the specific portion of the specific object determined as being in focus is set by tracing the line of sight of the player through use of a line-of-sight sensor and on the basis of the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.

16. (original): The image processing method for use with a game system as defined in Claim 13, wherein the specific object or the specific portion of the specific object determined as being in focus is set by tracing the line of sight of the player through use of a line-of-sight sensor and is identical to the position of the point of view of the player on a monitor screen, which has been determined from the result of detection of the line-of-sight sensor.

17. (previously presented): A game machine for use by a player, comprising:

a game program configured to manipulate data representing a plurality of objects in response to game operations input by the player;

a computational processing device configured to calculate positional data placing the plurality of objects in a three-dimensional world coordinate system on the basis of the game program and the data representing the plurality of objects, wherein the computational processing device is further configured to calculate image data representing a perspective view on a projection surface of an animated representation of the plurality of objects placed in the world coordinate system;

a display configured to display the image data in an animated manner; and

an input device configured for the player to input the game operations into the game program;

wherein, in response to the game operations, the game program is configured to identify an object or object portion from among the plurality of objects; and

wherein the computational processing device is configured to calculate image data such that whichever object or object portion is identified, that object or object portion is displayed in focus on the display, and other objects or object portions of the plurality of objects are blurred on the display according to their depths relative to the identified object or object portion.

18. (previously presented): The game machine as defined in Claim 17, wherein the game program is configured such that the game operations of the player can change which object or object portion is identified by the player.

19. (previously presented): The game machine as defined in Claim 17, wherein the input device includes a sensor configured to sense the view-point upon which the player's view is centered on the display, and wherein the identified object or object portion is determined from the location of the view-point.

20. (previously presented): The game machine as defined in Claim 17, wherein the game operations select the object or object portion from among the plurality of objects.

21. (previously presented): The image processing method for use with a game system as defined in Claim 13, wherein in the step of determining, the operations select the specific object or specific portion thereof from among the plurality of objects.